I/O controller **104** through wired connections such as through wires or cables. In other cases, the I/O devices **106** may be connected to the I/O controller **104** through wireless connections. By way of example, the I/O devices **106** may be internal or peripheral devices such as memory, disk drives, keyboards, mice, printers, scanners, speakers, video cameras, MP3 playersand the like. The I/O devices **106** may also be network-related devices such as network cards or modems.

[**0053**] The computing system **100** additionally includes a display controller **108** that that is operatively coupled to the processor **102**. The display controller **108** is configured to process display commands to produce text and graphics on a display device **110**. By way of example, the display **110** may be a monochrome display, color graphics adapter (CGA) display, enhanced graphics adapter (EGA) display, variable-graphics-array (VGA) display, super VGA display, liquid crystal display (LCD), cathode ray tube (CRT), plasma displays and the like.

[**0054**] The computing system **100** further includes a light source controller **112** that is operatively coupled to the processor **102**. The light source controller **112** generally provides processing of light commands from the processor **102** to produce light **116** in a controlled manner via a light source **114**. By way of example, the light source **114** may be one or more light emitting diodes (LED), light emitting semiconductor dies, lasers, incandescent light bulbs, fluorescent light bulbs, neon tubes, liquid crystal displays (LCD), and the like, that are arranged to produce light and more particularly colored light. The light source **114** is generally disposed inside an enclosure **120** that covers and protects some aspect of the computing system **100**. More particularly, the enclosure **120** can cover and protect one or more computer components having functionality used in the operation of the computing system **100**. By way of example, the enclosure **120** may be configured to cover one or more of the components described above. The enclosure **120** generally includes a wall **122** that is configured for transmitting light therethrough. As such, at least a portion of the light **116**, which is made incident on the wall **122** via the light source **114**, passes through the wall **122**, thereby producing a light effect **124** that alters the visual appearance of the enclosure **120** and thus the visual appearance of the computing system **100**.

[**0055**] Light effects are generally defined as the way in which the light **116**, produced by the light source **114** and controlled by the light source controller **112**, acts or influences the enclosure **120**. Metaphorically speaking, the enclosure is the canvas, the light is the paint, and the light effect is the painting. Accordingly, in some cases, the light effect is arranged to cover the entire wall **122** while in other cases, the light effect is arranged to cover only a portion of the wall **122**.

[**0056**] Light effects may be categorized as static (non-changing over time) or dynamic (changing over time). By way of example, static light effects may cause the enclosure to continuously exude a fixed color such as blue, a fixed shade of a color such as light blue, a fixed pattern or artistic design such as rainbow, stripes, dots, flowers and the like, or a fixed orientation such as a color or pattern located in a specific region of the enclosure. In addition, dynamic light effects may cause the enclosure to exude different colors, intensities or patterns at different times and in different orientations. That is, the coloration, intensities, patterns and position thereof may vary. For example, dynamic light effects may include light effects that change at least partially from a first color, intensity or pattern to a second color, intensity or pattern (e.g., from red to blue to light blue to rainbow, blinking on and off or fading in and out), that change regionally around the enclosure (e.g., moving from a first side to a second side of the enclosure, moving from center to outer, moving around the enclosure in a continuous fashion, a pattern that starts at a certain point on the enclosure and radiates out, etc.), or any combination thereof.

[**0057**] In one embodiment, computer illumination processing may be performed by the computer system when events associated with the computer system occur in or outside the system. The illumination processing generally provides the computer system with an illumination effect, as for example, the illumination of a housing associated with the computer system. In general, illumination processing includes monitoring events associated with the computer system (e.g., software or hardware) and controlling the light source based on the monitored events so as to provide a housing associated with the computer system with an ornamental appearance corresponding to the monitored event. The events being monitored are generally identified by an operating system or a microprocessor utilized within the computer system. The events can take many forms such as operating system events or microprocessor events. By way of example, the events may relate to signals, conditions or status of the computer system. Examples of illumination processing are described in greater detail in a co-pending patent application entitled, "COMPUTING DEVICE WITH DYNAMIC ORNAMENTAL APPEARANCE"; (Attorney Docket No.: APL1P218), filed on even date and incorporated herein by reference.

[**0058**] Although not shown in **FIG. 2**, the computer system may include other components such as buses, bridges, connectors, wires, memory, and the like. As is generally well known, buses provide a path for data to travel between components of the computer system **100**. In addition, bridges serve to perform adjustments necessary to bridge communication between different buses, i.e., various buses follow different standards. Further, memory provides a place to hold data that is being used by the computer system. By way of example, memory may be a Read-Only Memory (ROM) or a Random-Access Memory (RAM). RAM typically provides temporary data storage for use by at least the processor **102**, and ROM typically stores programming instructions for use with the processor **102**.

[**0059**] In one embodiment, the illumination characteristics of the light system that produce the light effects may be determined by predetermined configuration information stored in a database, i.e., the computer system consults the information held in the database in order to determine the illumination characteristics. Illumination characteristics generally refer to how a housing associated with the computer is illuminated to produce an ornamental appearance (e.g., which lights are operated, how long the light sources are operated, what color the light source output, etc.). The predetermined configuration information stored in the database may be accessed by a user through a light control menu, which may be viewed on a display screen as part of a GUI interface. The light control menu may include light control